

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-11. (canceled)

12. (new) A computer-implemented method comprising:

- converting information from a uniform resource locator into a texture;
- creating a three-dimensional object using two-dimensional information obtained from the uniform resource locator;
- determining that a virtual three-dimensional space does not exist;
- in response to determining that the virtual three-dimensional space does not exist, creating a virtual three-dimensional space by using pipeline conversion information obtained from the uniform resource locator and placing the three-dimensional object in the created virtual three-dimensional space; and
- mapping the texture onto a surface of the three-dimensional object.

13. (new) The computer-implemented method of claim 12 further comprising:

- intercepting an event associated with the texture;
- locating an area associated with the event;
- computing two-dimensional coordinates of the area; and
- placing an event driven result on top of a surface of the three-dimensional object, wherein the event driven result is associated with the event associated with the image.

14. (new) The computer-implemented method of claim 13, wherein the event is detecting a selection of the texture.

15. (new) The computer-implemented method of claim 13, wherein the three-dimensional object comprises one or more walls, wherein the walls compose the surface of the three-dimensional object, wherein the event is detecting a selection of the non-texture area of the wall.

16. (new) The computer-implemented method of claim 13, wherein computing the two-dimensional coordinates of the area comprises:

obtaining a three-dimensional coordinate of the area, wherein the three-dimensional coordinate corresponds to a browser which displays the three-dimensional object, the three-dimensional coordinate being relative to the three-dimensional space; and

transforming the three-dimensional coordinate into the two-dimensional coordinates of the area.

17. (new) An apparatus comprising:

a processor;

a memory having stored therein machine executable instructions, that when executed cause the apparatus to:

convert information from a uniform resource locator into a texture;

create a three-dimensional object using two-dimensional information obtained from the uniform resource locator;

determine that a virtual three-dimensional space does not exist;

in response to determining that the virtual three-dimensional space does not exist, create a virtual three-dimensional space by using pipeline conversion information obtained from the uniform resource locator and place the three-dimensional object in the created virtual three-dimensional space; and

map the texture onto a surface of the three-dimensional object.

18. (new) The apparatus of claim 17, the memory further storing instructions, that when executed cause the apparatus to:

intercept an event associated with the texture;

locate an area associated with the event;

compute two-dimensional coordinates of the area; and

place an event driven result on top of a surface of the three-dimensional object, wherein the event driven result is associated with the event associated with the image.

19. (new) The apparatus of claim 18, wherein the event is detecting a selection of the texture.

20. (new) The apparatus of claim 18, wherein the three-dimensional object comprises one or more walls, wherein the walls compose the surface of the three-dimensional object, wherein the event is detecting a selection of the non-texture area of the wall.

21. (new) The apparatus of claim 18, wherein computing the two-dimensional coordinates of the area comprises:

- obtaining a three-dimensional coordinate of the area, wherein the three-dimensional coordinate corresponds to a browser which displays the three-dimensional object, the three-dimensional coordinate being relative to the three-dimensional space; and

- transforming the three-dimensional coordinate into the two-dimensional coordinates of the area.

22. (new) A computer readable media storing computer executable instructions, that when executed, cause an apparatus to perform:

- converting information from a uniform resource locator into a texture;

- converting information from a uniform resource locator into a texture;

- creating a three-dimensional object using two-dimensional information obtained from the uniform resource locator;

- determining that a virtual three-dimensional space does not exist;

- in response to determining that the virtual three-dimensional space does not exist, creating a virtual three-dimensional space by using pipeline conversion information obtained from the uniform resource locator and placing the three-dimensional object in the created virtual three-dimensional space; and

- mapping the texture onto a surface of the three-dimensional object.

23. (new) The media of claim 22, wherein the computer readable instructions, when executed, further cause the apparatus to perform:

- intercepting an event associated with the texture;

- locating an area associated with the event;

- computing two-dimensional coordinates of the area; and

placing an event driven result on top of a surface of the three-dimensional object, wherein the event driven result is associated with the event associated with the image.

24. (new) The media of claim 23, wherein the event is detecting a selection of the texture.

25. (new) The media of claim 23, wherein the three-dimensional object comprises one or more walls, wherein the walls compose the surface of the three-dimensional object, wherein the event is detecting a selection of the non-texture area of the wall.

26. (new) The media of claim 23, wherein computing the two-dimensional coordinates of the area comprises:

obtaining a three-dimensional coordinate of the area, wherein the three-dimensional coordinate corresponds to a browser which displays the three-dimensional object, the three-dimensional coordinate being relative to the three-dimensional space; and

transforming the three-dimensional coordinate into the two-dimensional coordinates of the area.